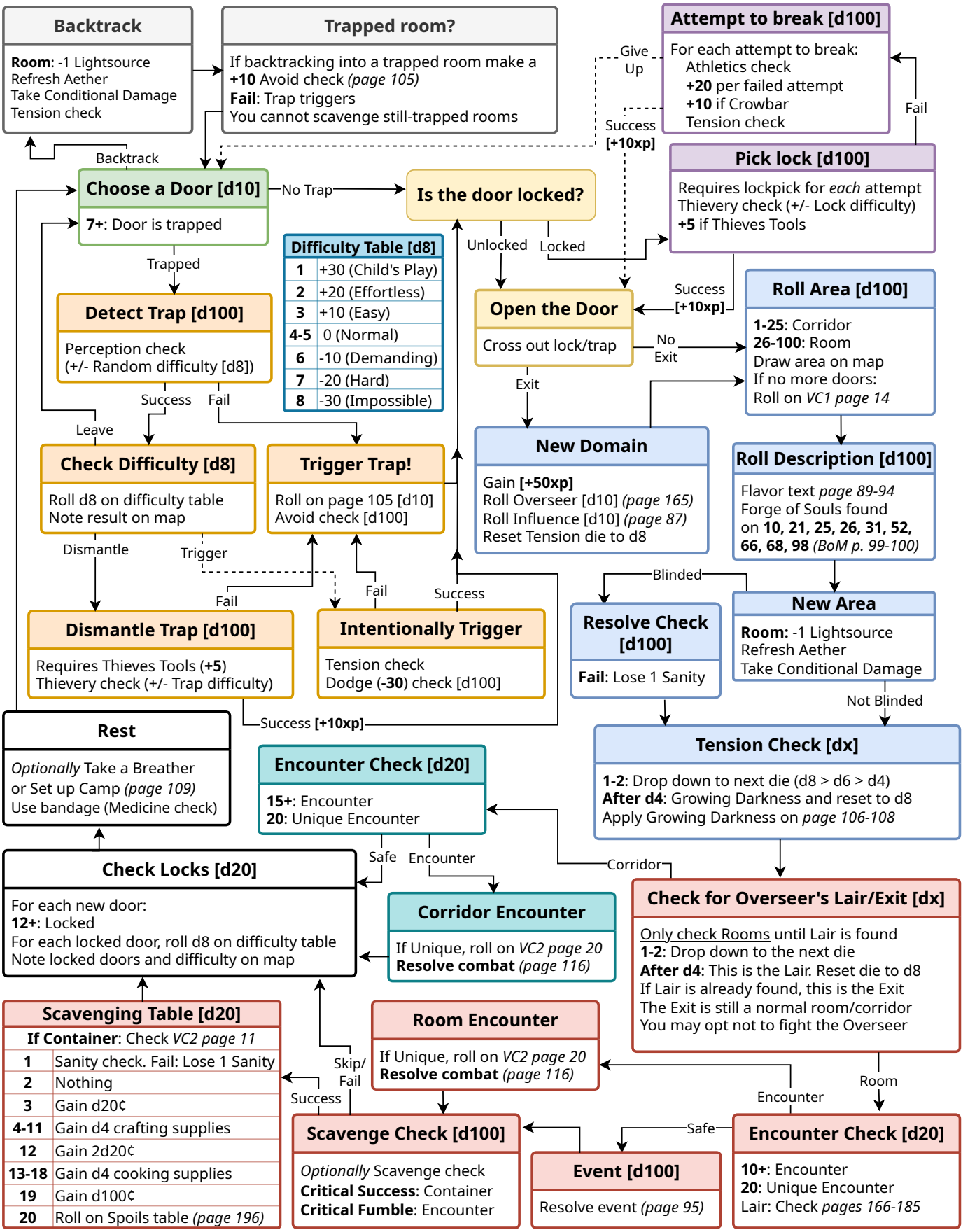
Backtrack
Room: -1 Lightsource
Refresh Aether
Take Conditional Damage
Tension check
Trapped room?
If backtracking into a trapped room make a
+10 Avoid check (page 105)
Fail: Trap triggers
You cannot scavenge still-trapped rooms
Attempt to break [d100]
For each attempt to break:
Athletics check
+20 per failed attempt
+10 if Crowbar
Tension check
Give Up
Success [+10xp]
Fail
Pick lock [d100]
Requires lockpick for each attempt
Thievery check (+/- Lock difficulty)
+5 if Thieves Tools
Backtrack
Choose a Door [d10]
7+: Door is trapped
No Trap
Is the door locked?
Unlocked
Locked
Trapped
Difficulty Table [d8]
1 +30 (Child's Play)
2 +20 (Effortless)
3 +10 (Easy)
4-5 0 (Normal)
6 -10 (Demanding)
7 -20 (Hard)
8 -30 (Impossible)
Detect Trap [d100]
Perception check
(+/- Random difficulty [d8])
Success
Fail
Open the Door
Cross out lock/trap
Success [+10xp]
No Exit
Roll Area [d100]
1-25: Corridor
26-100: Room
Draw area on map
If no more doors:
Roll on VC1 page 14
Exit
Leave
Check Difficulty [d8]
Roll d8 on difficulty table
Note result on map
Trigger Trap!
Roll on page 105 [d10]
Avoid check [d100]
New Domain
Gain [+50xp]
Roll Overseer [d10] (page 165)
Roll Influence [d10] (page 87)
Reset Tension die to d8
Roll Description [d100]
Flavor text page 89-94
Forge of Souls found
on 10, 21, 25, 26, 31, 52,
66, 68, 98 (BoM p. 99-100)
Dismantle
Trigger
Fail
Fail
Success
Blinded
Dismantle Trap [d100]
Requires Thieves Tools (+5)
Thievery check (+/- Trap difficulty)
Intentionally Trigger
Tension check
Dodge (-30) check [d100]
Resolve Check [d100]
Fail: Lose 1 Sanity
New Area
Room: -1 Lightsource
Refresh Aether
Take Conditional Damage
Not Blinded
Success [+10xp]
Rest
Optionally Take a Breather
or Set up Camp (page 109)
Use bandage (Medicine check)
Encounter Check [d20]
15+: Encounter
20: Unique Encounter
Tension Check [dx]
1-2: Drop down to next die (d8 > d6 > d4)
After d4: Growing Darkness and reset to d8
Apply Growing Darkness on page 106-108
Safe
Encounter
Corridor
Check Locks [d20]
For each new door:
12+: Locked
For each locked door, roll d8 on difficulty table
Note locked doors and difficulty on map
Corridor Encounter
If Unique, roll on VC2 page 20
Resolve combat (page 116)
Check for Overseer's Lair/Exit [dx]
Only check Rooms until Lair is found
1-2: Drop down to the next die
After d4: This is the Lair. Reset die to d8
If Lair is already found, this is the Exit
The Exit is still a normal room/corridor
You may opt not to fight the Overseer
Scavenging Table [d20]
If Container: Check VC2 page 11
1 Sanity check. Fail: Lose 1 Sanity
2 Nothing
3 Gain d20¢
4-11 Gain d4 crafting supplies
12 Gain 2d20¢
13-18 Gain d4 cooking supplies
19 Gain d100¢
20 Roll on Spoils table (page 196)
Room Encounter
If Unique, roll on VC2 page 20
Resolve combat (page 116)
Skip/ Fail
Success
Encounter
Room
Scavenge Check [d100]
Optionally Scavenge check
Critical Success: Container
Critical Fumble: Encounter
Safe
Event [d100]
Resolve event (page 95)
Encounter Check [d20]
10+: Encounter
20: Unique Encounter
Lair: Check pages 166-185